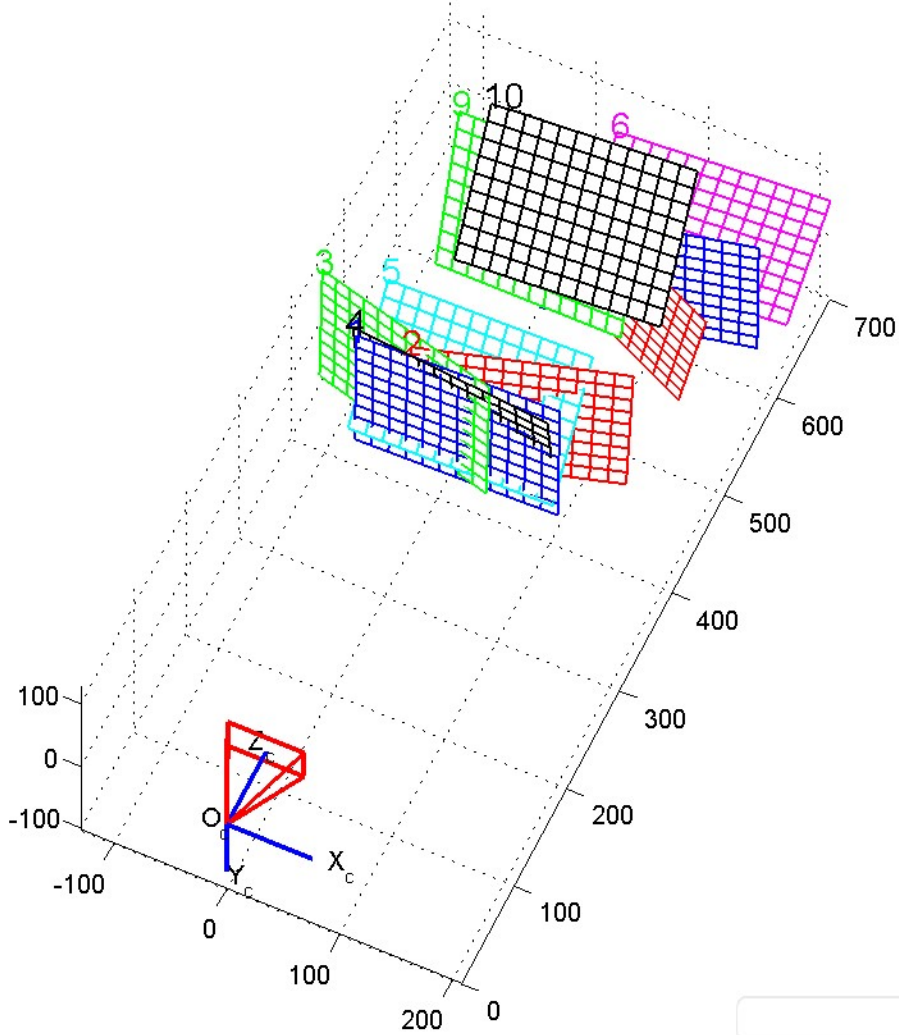


Extrinsic parameters (camera-centered)



Remove camera reference frame

Switch to world-centered view